

COMPUTER PROGRAMMING LANGUAGE TO DESCRIBE AND ENCAPSULATE A COMPUTER AS A SET OF CLASSES AND OBJECTS

ABSTRACT OF THE DISCLOSURE

5 A computer programming language to describe and encapsulate a computer as a set of
classes and objects is presented. More specifically, an object-oriented programming language
method describes and encapsulates the structure and behavior of all software-visible objects
making up a digital computer, as well as any abstract object normally described by an object-
oriented programming language. This programming language method is suitable to use as a
10 universal assembly language for any computer which can be described in the language, as an
intermediate language in compilation, and as a source language for high-level programming
using an object-oriented approach. The availability of such a language also makes possible a
new method of compilation, and a new method of re-targeting a source program.